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LIMITED SERIES

GHOST MACHINE

THE OFFICIAL GUIDEBOOK

THE UNNAMED

ALBERT EINSTEIN to HIGH PLAINS ZOO

COVER BY **GARY FRANK**

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GEOFF **JOHNS** • GARY **FRANK** • BRYAN **HITCH** • ANDREW **CURRIE** • BRAD **ANDERSON**

GHOST MACHINE

THE OFFICIAL GUIDEBOOK

VOLUME ONE

THE UNNAMED

ALBERT EINSTEIN to HIGH PLAINS ZOO

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THE UNNAMED

Throughout history unlikely and strange heroes have risen and fallen. These men and women are a mystery, their identities and lives a secret. From a radioactive family man in the near future to an immortal British redcoat born from the Revolutionary War to a robotic killing machine seeking peace–and more– they are THE UNNAMED fighting an UNKNOWN WAR.

ISSUES 1&2

THE UNBELIEVABLES

Across the world, people with remarkable—and sometimes inconceivable—abilities and beginnings, all try to hide behind ordinary lives. A time-traveling family lost in the present. Two teenagers destined to rule Heaven and Hell. A trillionaire kid chasing the one thing money can't buy. And many, many more—each on an odyssey shaped by the impossible. What binds them isn't their secrets, but the bonds they forge—love, friendship, and sacrifice—as dangerous forces rise to exploit what the world will come to know as THE UNBELIEVABLES!

ISSUE 3

ROOK EXODUS

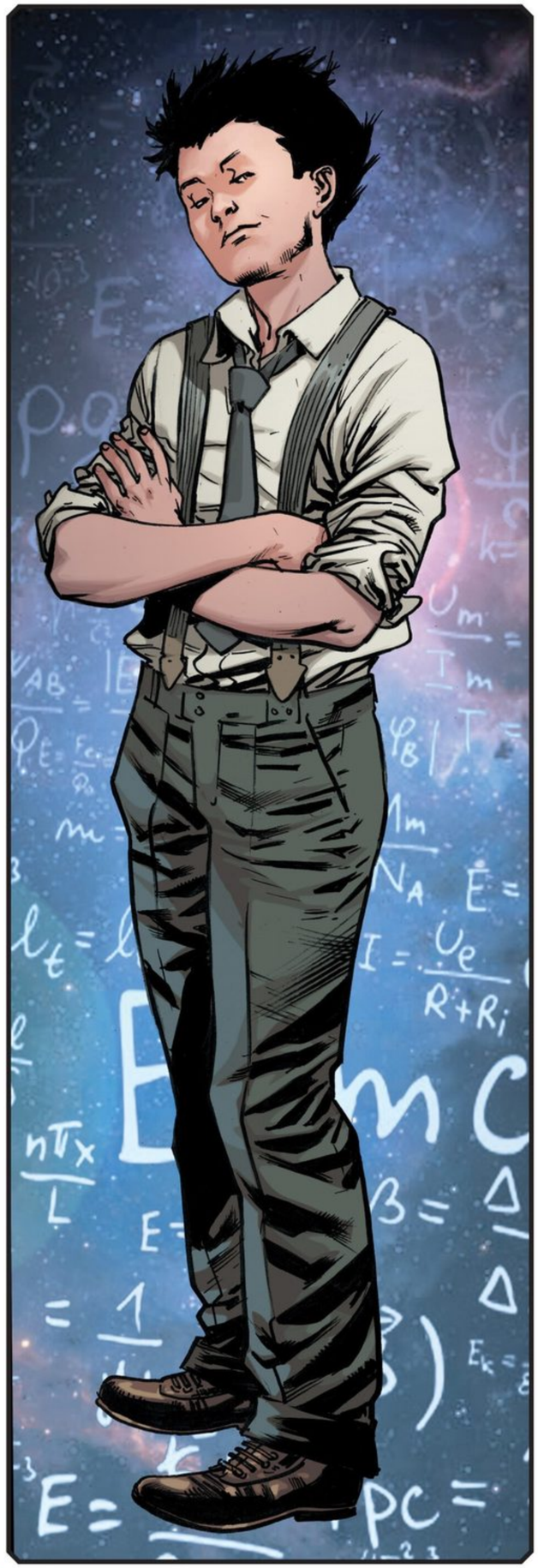
Struggling people from Earth were given a second chance on the Planet Exodus; a terraformed world where every aspect of nature is controlled by humanity; including the imported and genetically altered animal life. Now, Wardens of the world, who wear helmets capable of commanding the animals, have been left behind as the world begins to die. Those Wardens must now fight to either save or escape Exodus.

ISSUE 4

HYDE STREET

There is a street. Just around the corner, both familiar and unknown. A street branching off every small-town square and cutting through every big-city avenue. It is a place where the wicked and cruel are drawn, to the crossroads of morality and madness, with the inevitable destination of not merely death but something far worse. Every decade, a new resident is chosen by the enigmatic scorekeeper who presides over this putrid purgatory.

ISSUE 5



ALBERT EINSTEIN

BORN: March 14,1879 **DIED:** April 18, 1955
HEIGHT: 5′ 2″ (age 13) 5′ 7″ (adult)
EYES: Brown **HAIR:** Black (young) White (old)
FIRST APPEARANCE: GHOST MACHINE #1 (2024)

HISTORY: Born in March 1879, Nobel Prize-winning physicist Albert Einstein spent much of his youth in Munich, Germany, where he often clashed with the rigid, authoritarian teaching methods of his schoolmasters. Contrary to the later myth that he was a poor student, young Albert excelled, but only when the subject sparked his curiosity. His parents quickly realized their quiet, reflective son possessed an intellect that operated differently from other children, marked by a relentless desire to understand how the world worked beneath its surface.

That pursuit of understanding took an unexpected turn when 13-year-old Albert's younger sister Maja began suffering disturbing and unexplainable prophetic dreams after purchasing a dreamcatcher at Buffalo Bill's Wild West Show, which was touring in Europe. Maja was tormented by visions of burned futures, vanished cities, and images of figures including Tariq Geiger, Junkyard Joe, and the immortal Simon Pure. Her nightmares culminated in repeated warnings of an America swallowed by fire, the result of a ritual gone catastrophically wrong. After cautioning her brother, Maja fell into a coma.

Fearing for his sister's fate and what her dreams foretold, Albert sought out the legendary Simon Pure. Staunchly rational in a world that had suddenly defied explanation, Albert's skepticism eroded as he and Pure investigated the origins of immortality, forbidden rituals hidden in early American history, and the thin seams between science and magic. Together they stopped another immortal, the treacherous Benedict Arnold, from using the Great Fire to crown himself King of America. Albert shared more adventures with Simon Pure over the next few years, culminating in an 1894 confrontation in Philadelphia with the sorcerer Skeleton Key, who wielded Benjamin Franklin's original lightning key—now revealed to be a mystical conductor capable of channeling raw astral electricity. During this adventure, Albert once again encountered the famed sharpshooter Annie Oakley who he first laid eyes upon years earlier at Buffalo Bill's Wild West Show. Oakley's astonishing precision fascinated Albert—partly because of her performance, partly because she reportedly never missed a shot, a detail Einstein quietly suspected was connected to the strange threads of destiny he and Pure were beginning to map. Her exacting accuracy became a metaphor he carried into his scientific work.

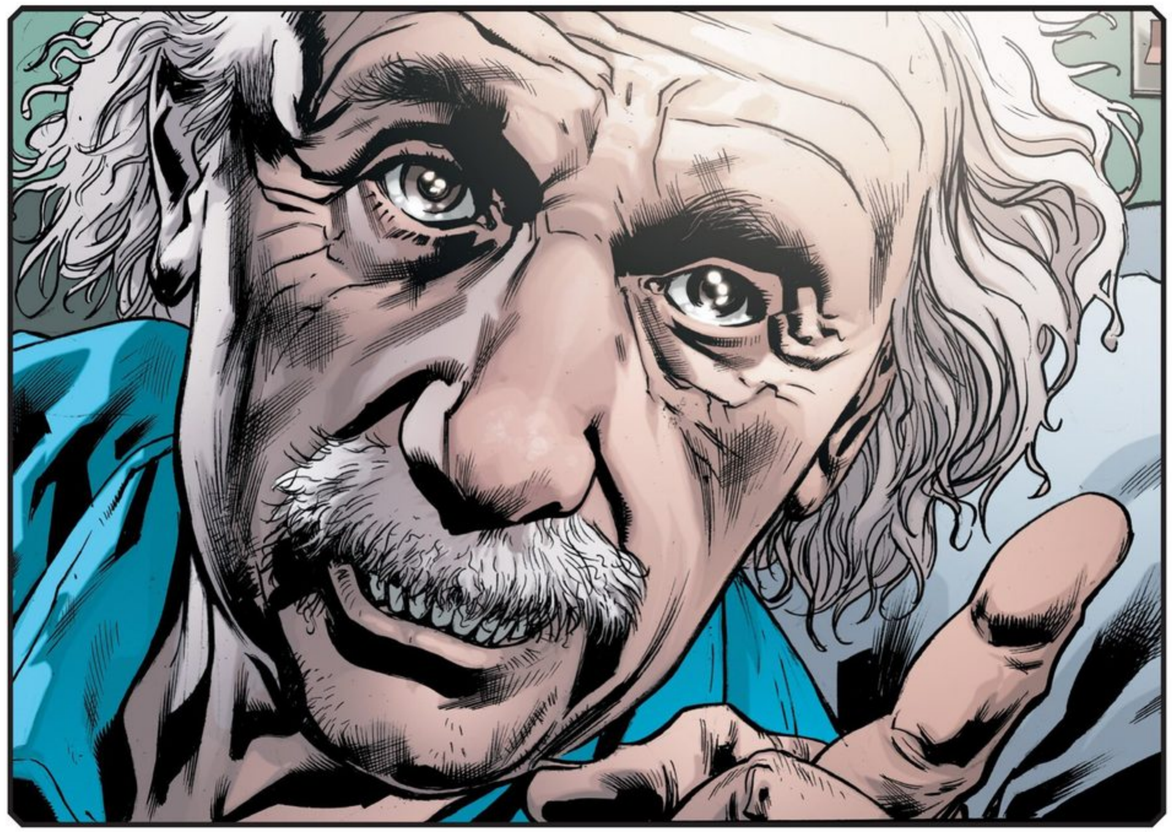
In 1903, Albert attempted to balance the supernatural with the ordinary. He married fellow physicist Mileva Marić, with whom he shared both scientific passion and turbulence. Together they had two sons—Hans Albert and Eduard—and a daughter, Lieserl, whose mysterious disappearance from historical record has fueled speculation for over a century. Albert has suspected she may have been touched by the same prophetic forces that once plagued Maja.

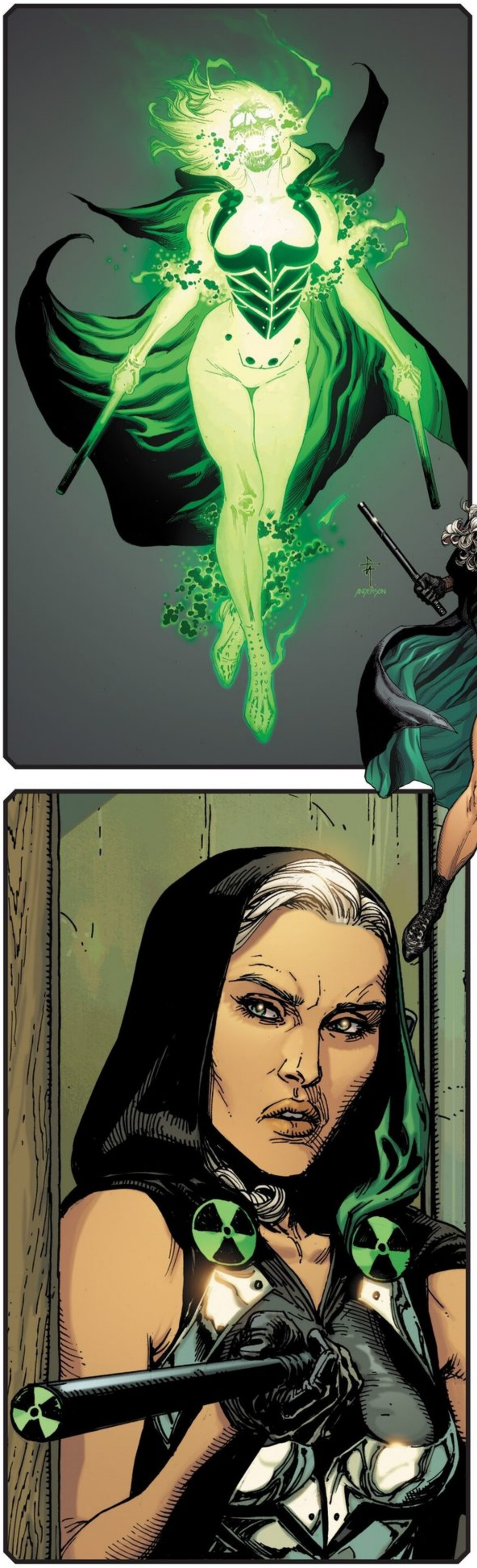
Despite the pressures of his family life, Albert continued his work with Mr. Pure, often torn between his duties as a husband and father and his compulsion to protect the world from dark supernatural forces. In 1909, Albert and Mr. Pure had their last adventure together for reasons unspoken, though both followed the other's life from afar.

In 1932, just one month before Adolf Hitler seized power in Germany, Albert officially immigrated to the United States, where he joined the Institute for Advanced Study in Princeton, New Jersey. During this period, Albert's scientific achievements reached new heights, but he would soon be haunted by the knowledge that his theories would be used for destructive purposes. Although he did not work directly on the creation of the atomic bomb, he expressed great regret that his theories helped develop such a devastating weapon.

In his later years, Albert dedicated himself to proving his unified field theory, a pursuit that remained unfinished at the time of his death. He passed away on April 18, 1955, leaving behind a legacy shaped as much by his scientific brilliance as by his profound encounters with the supernatural and Mr. Pure.

ABILITIES: Albert Einstein was a unique genius whose contributions would forever change the world of science. His groundbreaking theories, including the Theory of Relativity, E=mc2, and quantum theory, revolutionized our understanding of the universe. Beyond his scientific achievements, Albert had a deep love for music, playing his beloved violin, which he named Lina, with great passion. He often remarked that he could have been a musician instead of a scientist.





THE GLOWING WOMAN

BIRTH NAME: Ashley Arden

AGE: Unknown **HEIGHT:** 5′ 3″
WEIGHT: 117 lbs
EYES: Green **HAIR:** White/Black

FIRST APPEARANCE: GEIGER #10 (2025)

HISTORY: Ashley Arden's past is shrouded in mystery, with much of what is known coming from her own accounts—accounts that may not be entirely reliable. According to her, she was just three years old when the nuclear bombs fell during the Unknown War, obliterating her family and leaving her the sole survivor. Her grandmother took her in. Soon after, she began to emit a faint green glow, a phenomenon her grandmother and the neighbors interpreted as a divine gift.

Tragically, her grandmother succumbed to cancer shortly after. A devout family from their church took Ashley in, but one by one, they too died of cancer. By the time Ashley turned thirteen, her glowing intensified, becoming uncontrollable. Once hailed as a miracle, her light was now viewed as a death sentence. Branded a danger by her community, Ashley fled, narrowly escaping a mob intent on ending her life. Left to wander the toxic wastelands, Ashley—now irreversibly transformed into a "glowing girl"—was discovered by Dr. Andrei Molotov, who mistook her for Tariq Geiger due to her radiation. Recognizing her plight, he taught Ashley how to control her powers using similar techniques and tools he'd developed for Geiger.

Years later, Ashley learned the horrifying truth: Molotov had been a key figure in designing the Russian nuclear bombs that destroyed her world. Consumed by anger and desperation, she turned on him, holding him captive to force him to find a cure for her condition.

Recently, Ashley has crossed paths with Tariq Geiger himself. This encounter forever changes the two of them...

ABILITIES: Like Tariq Geiger, Ashley is a living nuclear reactor. Her body absorbs and releases radiation on an extraordinary scale, allowing her to generate enough heat to melt metal with a touch. She wears the same specialized vest equipped with boron rods Molotov designed for Geiger, which help regulate the nuclear energy within her. However, Ashley has more control than Geiger—she can remove the rods without unleashing the light, at least for short periods of time.

As The Glowing Woman, Ashley's body burns so intensely that bullets disintegrate upon contact with her irradiated skin. When she is in her human form, she is as vulnerable as any ordinary person to physical harm.

Ashley's control over her powers is a testament to years of discipline and training, but her radioactive existence has left her with few allies and a long list of enemies. Whether she can find redemption—or even a cure—remains an open question...as does the suspicion that she may be even more dangerous, vengeful, and uncontrollable than The Glowing Man. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

BARNEY

BIRTH NAME: Barney

SPECIES: Wolf (Canus lupus)
AGE: 8 **HEIGHT:** 3′ 5″
WEIGHT: 127 lbs
EYES: Green **HAIR:** Black

FIRST APPEARANCE: GEIGER #1, VOLUME I (2021)

HISTORY: Not much is known about the short time before the two-headed wolf called Barney was taken in by Tariq Geiger. The wolf's mother made a den inside an abandoned library to give birth to her litter of pups. But soon thereafter, the den was attacked by nightcrawlers – giant mutated insects with a hunger for warm-blooded animals. Geiger, who happened to be inside the library at the time, was caught in this vicious assault and became a new target for the killer insects. To defend himself, he released his nuclear power to burn the insects, but inadvertently set fire to all the books around him. With the library ablaze Geiger was shocked to discover only one pup was left alive from the nightcrawlers' attack — the mutant with two heads. At first, Geiger felt the wolf should do what everyone does: survive alone in the world. But the persistent pup wouldn't stop following Geiger as the library smoldered around them. Against his better judgment, Geiger took in the pup, later calling him Barney. They have been inseparable ever since, saving each other's lives several times through the years. Barney's only regret, if it could be called that, is having a diet almost exclusively of canned baked beans.

ABILITIES: Barney has the natural abilities of a wolf along with a high tolerance for intense radioactivity, making him the only living creature that's able to stand close to Geiger in his Glowing Man form. Additionally, Barney has two heads which each have independent thoughts and desires, one more friendly and one more ornery – which means they often don't agree. Somehow both heads' growls and grunts communicate to Geiger their current dispositions. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

BENEDICT ARNOLD

KNOWN ALIASES: Benedict Armistice (1892), The Grand Architect
AGE: Forever 35
HEIGHT: 5′ 8″ (6′ 5″ with hood)
WEIGHT: 175 lbs
EYES: Brown **HAIR:** Brown

FIRST APPEARANCE:
GHOST MACHINE #1 (2024)

HISTORY: Synonymous with treachery, Benedict Arnold's name lives on in infamy within American history.

Born on January 14 in the year 1741, Benedict was a merchant operating a small fleet of ships in the Atlantic Ocean when the American Revolution started in 1775. In pursuit of adventure for a glorious cause, Benedict joined the young Continental Army and led an expedition to Quebec to fight the British army's northern stronghold. Though the pursuit ended in failure, Benedict's bravery caught the eye of General George Washington. Benedict's military prowess and courage earned him recognition with the Founding Fathers, but his impetuous and impatient nature earned him animus with most others, which left the emotionally sensitive Benedict feeling disrespected and unappreciated by everyone.

In 1776, Benedict would join the Founding Fathers and become immortal. By using appropriated and dangerous magicks from Native American tribes, the Founding Fathers orchestrated rituals—led by one labeled The Grand Architect—that granted immortality to prominent figures of the American Revolution such as John Hancock, Thomas Jefferson, Paul Revere, along with several others, some of which remain unknown.

After many distinguished successes on the battlefield, Benedict found himself under the command of the competitive General Horatio Gates, who saw Benedict as a threat to his own advancement. During the critical Battle of Saratoga, Gates relieved Benedict of his command. Incensed at the affront, Benedict defied the order, and led the Continental Army to a decisive victory. If not for Benedict, the French would not have joined the American war effort, and the Colonists would have most certainly lost (at least according to Benedict).

Washington promoted Benedict to Major General and assigned him to Philadelphia as its military governor, and then the command of the Continental Army's headquarters of West Point. Even so, with perceived slights from those all around him, including Washington himself, the ego-driven Benedict began to feel disillusioned.

While struggling with personal financial issues, Benedict secretly negotiated the fort's surrender to the British for a sum of money and high rank within the British Army. When his plot was discovered by Washington, Benedict was forced to retreat, escaping to the British lines despite the savage sasquatches the Founding Fathers unleashed in pursuit.

For many years, the original identity of the Founding Father's Grand Architect was Washington, himself. After the first president's reported demise in 1869 (long after Washington's "official" death in 1799), the position of Grand Architect was assumed by Benedict at some point in time.

Benedict's bitterness over Washington consumed him, and he used it to justify his parasitic actions on everyone he meets. Since taking on the role of Grand Architect, Benedict has assumed many identities through the years, and resorted to paying handsome sums to hooded foot soldiers in an effort to rebuild the cult's ranks as his own personal army.

In 1892, with his identity shielded, Benedict believed fellow immortal Simon Pure was the tool that would help him destroy Washington's beloved United States of America. Benedict set out to summon "The Great Fire," an unholy fire that would sweep across North America, burning everything in its path and ridding the land of corruption.

On a ship within New York Harbor, Simon, along with young Albert Einstein, foiled Benedict's plot, with the would-be destroyer pinned underwater by the ship's wreckage.

Trapped, Benedict painfully drowned and resurrected on an endless loop.

In 1909, to make room for a new city drydock, workers removed the sunken vessel's pieces, freeing Benedict to seek out Simon, who now had a wife and two young children. Benedict claimed he could make them immortal like Simon, but whether or not Benedict could be trusted remains to be seen.

ABILITIES:
Benedict is an immortal being who simply can't die. That said, he feels every wound inflicted upon him and finds himself in a near-constant state of hunger. His abilities are not limited to just immortality, though he keeps those secrets to himself. In the ensuing decades since the American Revolution, his curiosity into the occult resulted in a growing amassment of mystical objects of varying power. Benedict is a master strategist, able to see and play the long game of life, and has thus amassed great fortune and status in all of the identities he assumes. ●

THE UNNAMED

THE BLIZZARD

AGE: Unknown **HEIGHT:** Unknown
WEIGHT: Unknown
EYES: Red **HAIR:** White

FIRST APPEARANCE: IMAGE! 30th ANNIVERSARY ANTHOLOGY #1 (2022)

HISTORY: In the late 1800s, Arapaho tribesmen warned mountain men of a bloodthirsty presence in the mountains—unnatural creatures cloaked in what they described as "a storm of remorse." They referred to these beings most often as Wendigos, a name used not for animals, but for manifestations of guilt, hunger, and moral corruption given physical form. Of all those spoken of, one was feared above the rest—the alpha expression of the phenomenon they called The Blizzard.

For more than a century, unexplained disappearances have plagued the Rocky Mountains, often accompanied by sudden, violent weather shifts and fleeting sightings of towering, man-shaped figures moving through total whiteout conditions. After three civilians vanished within a single week, a covert government agency contracted immortal mercenary Simon Pure to investigate the reports—entities he had allegedly encountered once before in the early 19th century while traveling the frontier with Davy Crockett. One such creature was eventually tracked, captured, tagged, and released. Whether it was a true Wendigo, a physical host, or something in between remained unclear.

Less than a year later, The Blizzard appeared again.

During a high-risk prisoner transfer through the Colorado mountains, an intense and highly localized winter storm descended without warning. Visibility dropped to zero. As the transport vehicle crawled along the icy road, it was struck head-on by a speeding pickup truck, forcing three guards and five prisoners to abandon the wreck and seek shelter from the storm.

When the guards approached the pickup, they found no driver—only human pulp frozen into the snow. That was when the howling began.

One by one, prisoners and guards alike were stalked and slaughtered by a massive, yeti-like presence they could barely perceive through the blizzard until the moment it struck. Panic, isolation, and guilt tore the group apart long before the creature ever made physical contact.

Only two guards and a single prisoner survived. In their statements, all three described the same phenomenon: a monster that did not simply hunt its victims, but forced them to confront their sins before killing them.

The lone surviving prisoner claimed he was spared because he was innocent of the crime that had imprisoned him. Subsequent investigation—and newly uncovered evidence—supported his account. He was formally exonerated. The guards' testimony was classified.

The tracking tag applied by Simon Pure was lost at some point

The Blizzard remains at large. It is not known if it was the sole remaining manifestation—or merely the last one ever witnessed.

ABILITIES: The Blizzard does not kill through brute force alone. It breaks its victims through distraction and psychological confrontation. Before it attacks, the creature induces a powerful mental illusion: each victim perceives a person standing before them—someone who embodies their deepest guilt. A victim of a crime. A betrayed loved one. A version of themselves they cannot escape.

These apparitions confront the target, forcing them to relive moments of cruelty, cowardice, or moral failure. The illusion feels real. Personal. Inescapable.

Every recorded encounter ends the same way—once the victim is emotionally immobilized by remorse, The Blizzard strikes, reducing them to torn flesh and frozen remains. Those without guilt—or those who have already confronted and atoned for it—appear to be ignored.

Whether The Blizzard is punishing the wicked, feeding on remorse, or acting as a force of natural judgment remains a mystery. ●

Text: GEOFF JOHNS. Art: ANDREA MUTTI

BONNIE BORDEN

BIRTH NAME: Unknown
AGE: Unknown **HEIGHT:** 5′ 8″
WEIGHT: 128 lbs
EYES: Blue
HAIR: Black

FIRST APPEARANCE:
GEIGER VOL 1 #2 (2021)

HISTORY: The most cunning and composed of the Western Warlords, Bonnie Borden knows exactly what people need when the world burns down: a strong drink.

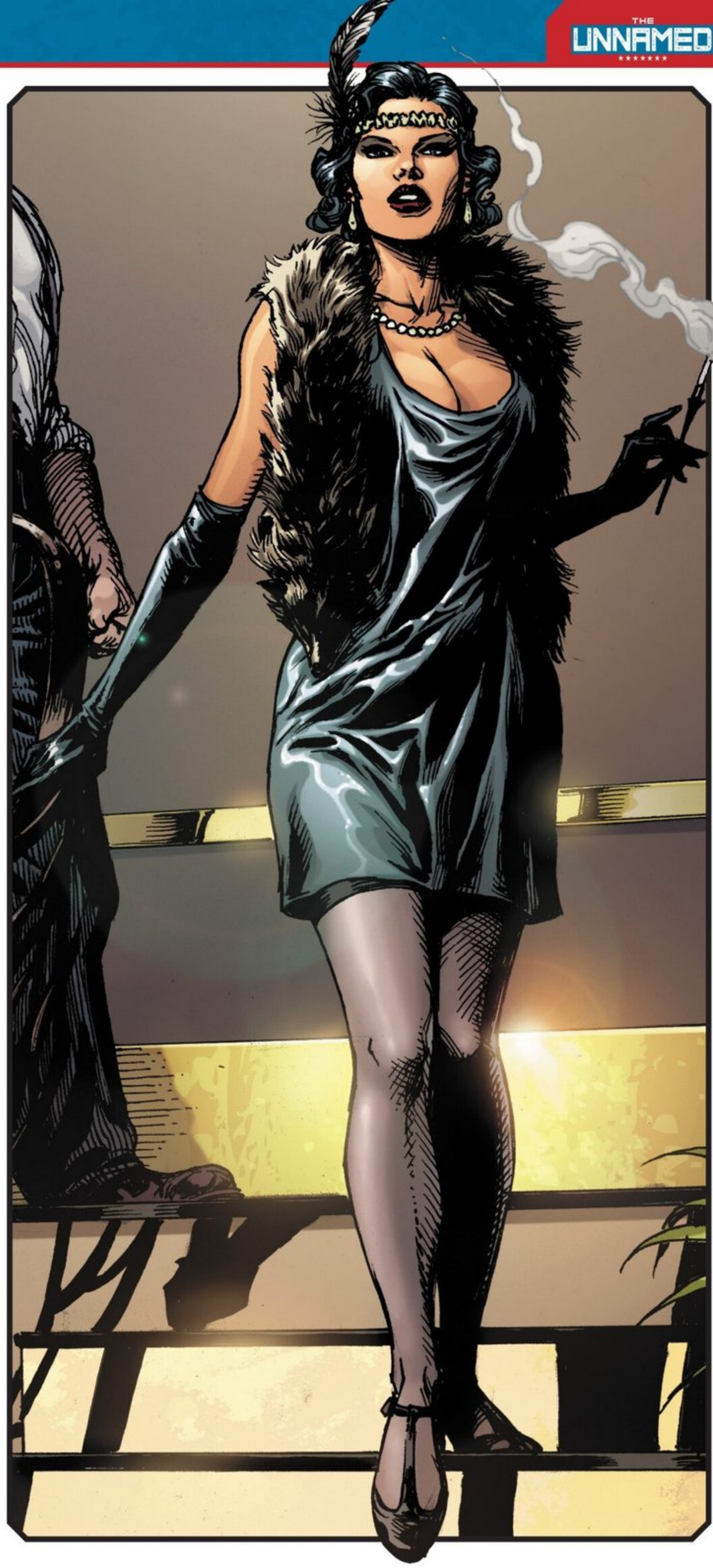
From The Manhattan Club, Bonnie reigns over an organization stretching across the American West with the smoky fog of a forgotten age. Draped in "Roaring '20s" glamour—jazz, tailored suits, and the soft glow of art deco chandeliers—her empire thrives on the illusion of better times. Her clubs and distilleries aren't just watering holes; they're sanctuaries of civility amid ruin, where the right drink can buy information, influence, or forgiveness.

Born outside Memphis to a long line of bootleggers, Bonnie learned young how to mix medicine into whiskey and desperation into profit. Her father vanished early, her mother raised her on stories of her family's glory days and old gangster reels. As a teenager, Bonnie slipped into crime to help her mother pay the bills—smuggling, dealing, double-crossing—turning every risk into leverage

By the time the bombs fell, and the Unknown War scorched civilization, Bonnie was already a survivor. She buried her mother and headed west, chasing the rumor of safe cities and clean slates. She never found either—but she did find opportunity. Bonnie built her first post-war distillery in the cracked oil fields outside Barstow and her first full-scale Manhattan Club soon after in the ghost town of Tonopah, Nevada—halfway between nowhere and everyone else.

When supply routes collapsed and overland trade became too dangerous—thanks in part to disastrous encounters with The Glowing Man, whose path left caravans and convoys in ash—Bonnie turned to the one man reckless enough to keep the roads moving: the pirate Goldbeard and his desert fleet. His convoys of retrofitted tankers and cargo haulers became the arteries of her empire, ferrying barrels of "Manhattan Gold" across irradiated badlands and coastal ruins. To Goldbeard, she provided refined spirits, mechanical parts, and intelligence. In return, he provided Bonnie reach—her liquor flowing wherever his flag flew. Their partnership has turned the Manhattan Club into the most profitable and protected enterprise in the West.

Now, her network of clubs and distilleries runs from Las Vegas to the Mississippi River. Each location bears the same black-and-gold insignia—a martini glass within a rising sun—and follows her strict creed:



"Luxury is survival." Every bottle poured, every deal struck, runs through Bonnie Borden. Those who cross her don't live to do it again.

But loyalty? Loyalty she pays in gold, protection, or power—whatever currency you value most. It's what binds her to Goldbeard, the only warlord she calls a partner. Together they've forged more than a trade route—a quiet empire on the rise, built on trust, vice, and the promise of something bigger. Word is, they're preparing a move that could upset the balance of the entire West...and it hasn't gone unnoticed. President Griffin now watches Bonnie closely. Whether he sees her as a threat—or an ally—has yet to be known. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

C.S.A.-COMMITTEE ON SPECTRAL AFFAIRS

FIRST APPEARANCE: FIRST GHOST #1

HISTORY: On the day someone's elected to be the President of the United States, their early briefings reveal that the world is far bigger and more complex than they originally thought. You learn a lot in that first week after Inauguration. The information they least expect? The White House is haunted.

Back in 1814, when young British soldier Abiel Marsh set the White House ablaze, the People's House burned down—and Marsh died with it. Reconstruction began immediately. As workers repaired the area where the fire started, they insisted a ghost-like man would appear, describing it as if an invisible curtain had opened to another place.

These appearances ended once the workers stopped painting over the burn marks on the remnants. For years, these sightings seemed to abate, until Abraham Lincoln's young son Willie died in the White House.

The invisible curtain had once again been pierced, and a half-dozen administrations ever since swore they'd spotted young Willie. And Abiel Marsh, too. The Grover Cleveland administration especially had much to deal with, but for decades, the information remained classified.

It wasn't until 1908 that President Teddy Roosevelt took measures to investigate the phenomena after sightings of the ghost of former First Lady Abigail Adams hanging laundry in the East Wing.

Concerned about rumors, Roosevelt assembled a small group of investigators to quietly probe these sightings. "Just fund it," Roosevelt told aides. "Don't ask questions."

Originally called The White House of Secrets by founding member William Walker Atkinson, Roosevelt tasked the noted occultist along with skeptic and illusionist Harry Houdini, novelist H.P. Lovecraft, and author of the Pictorial Key Tarot A.E. Waite to "... investigate, exorcise, and end any abnormal or other-worldly entities residing in the People's House."

Throughout many presidential administrations, other groups of occultist, psychics, paranormal investigators, and scientists were all conscripted into what would eventually be called the Committee of Spectral Affairs.

Reporting directly to the President and his Chief of Staff, the C.S.A. investigated everything from reports of Abraham Lincoln appearing in the Lincoln Bedroom by British Prime Minister Winston Churchill, to Dolley Madison's appearances in the Rose Garden, to sightings of British Troops on the White House grounds, believed to be solders who perished during the War of 1812.

Although no official records of the group have been made public, it's believed that famed husband and wife paranormal investigators Erasmus and Valerie McCord were both members of the organization and an incident on the White House grounds in 1976 led to Valerie's disappearance and Erasmus' withdrawal from public life.

While reports of the Committee's work continue to be shielded from the public, the C.S.A. is believed to still be active inside the White House during the current administration of President Sara Nash. ●

Text: GEOFF JOHNS. Art: GENE HA & WESLEY WONG.

THE CUSTODIAN

BIRTH NAME: Unknown
AGE: Unknown **HEIGHT:** 5′ 9″
WEIGHT: 139 lbs
EYES: Blue **HAIR:** White

FIRST APPEARANCE: JUNKYARD JOE #2 (2022)

HISTORY: The true identity of the man known as The Custodian remains shrouded in secrecy. What is known is that he began his career with the U.S. Military in the late 1960s, working on classified and controversial weapons programs. A brilliant robotics engineer, The Custodian spearheaded a top-secret government initiative to create an autonomous robotic soldier, leading to the development of Unit Beta, a prototype killing machine later known as "Junkyard Joe."

In 1972, Unit Beta was deployed to Vietnam under the guise of a human soldier, embedded with a platoon nicknamed the "Junkyard Dogs." The mission was a covert analysis to determine if the U.S. could win the war. The robot's cover was blown during an ambush, but rather than incite fear, it earned the platoon's trust through its silent, steadfast loyalty. The soldiers affectionately named it "Junkyard Joe."

During a catastrophic ambush that wiped out the platoon save for one survivor, Unit Beta defied its programming by refusing to return to base and instead hunted down the enemy in a brutal act of retribution. Tragically, this rampage resulted in the unintended death of a child, an event that caused Unit Beta's programming to malfunction and shut down. American forces were withdrawn from Vietnam shortly after.

The Custodian interviewed the platoon's sole survivor, Morrie "Muddy" Davis, who had been saved by Junkyard Joe. Haunted by his experiences, Davis dismissed the robot's existence as a hallucination, hiding the truth from The Custodian. Shortly after, The Custodian was removed from the project, and Unit Beta was shelved, labeled a failed experiment due to its disobedience.

Convinced his colleagues had conspired against him, The Custodian descended into obsession. Over the years, he hunted down and eliminated his former collaborators, convinced they had sabotaged his work. Simultaneously, he searched relentlessly for Unit Beta. The robot, however, evaded him, eventually reappearing at Muddy Davis's doorstep in Melody Hills, Indiana.

In the aftermath of the Unknown War, The Custodian resurfaced, having survived the chaos and somehow reclaimed Unit Beta. Reprogrammed and reconditioned, the robot became a key instrument in his effort to rebuild the U.S. military under the fractured government led by the mysterious President Griffin.

A violent encounter with Tariq Geiger triggered a partial restoration of Unit Beta's original memories, leading the robot to flee the military and join Geiger and his allies. For The Custodian, Junkyard Joe represents his life's work—and his obsession. He will stop at nothing to retrieve his creation, believing it to be the ultimate key to reshaping and controlling the future.

ABILITIES: The Custodian possesses unparalleled expertise in robotics engineering and a razor-sharp intellect. His methodical, ruthless approach makes him a formidable adversary. Operating within a smaller but highly centralized bureaucracy, he serves as a direct advisor to President Griffin, wielding substantial influence with little accountability. His cunning and single-minded drive render him both a visionary and a dangerous force. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

DEPARTMENT OF HISTORICAL PRESERVATION

FIRST APPEARANCE: GEIGER VOL. 2 #22 (2026)

They don't change history—they preserve it.

Inside the Art Deco Penobscot Building in downtown Detroit, among its ordinary tenants, there exists a simple office with "DHP" stamped on the door. Inside, at a modest wooden desk, sits a woman known only as Mrs. Freeman. Very little is known about her—or the others who serve the Department of Historical Preservation. What is known: after a rogue militia group known as The Restoration Guild invented time-travel technology and used it to alter the outcome of the Civil War—allowing the South to win—the DHP intervened.

Operating from an altered 1964 where the South won—a history that should not exist—the DHP discovered the deviation. They seized the technology, reverse-engineered what they could, and recruited an operative to return to 1864 and correct the fracture in history.

Their current agent is former auto worker Malcolm North—now codenamed: The Northerner. North was told by Mrs. Freeman that in the restored timeline he has a wife and children waiting for him in the "true" 1964. Whether that promise is truth, motivation, or manipulation remains unclear. North does not know who issues orders above Mrs. Freeman, nor is he aware of any additional agents—a safeguard designed to preserve operational integrity should he be captured or displaced.

The DHP did not invent the time-travel mechanism they now control. As a result, it is extremely unstable. Previous agents have died due to miscalculations and temporal misfires. North himself has been displaced to unintended eras—including a devastated future shaped by the Unknown War.

To support their operative, the DHP deploys resources via controlled temporal "drops"—weapons, supplies, and occasionally larger assets. One such unsanctioned asset—a mechanized transport vehicle known as "the Time Tank". ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

DR. MOLOTOV

BIRTH NAME: Dr. Andrei Molotov
AGE: 72 **HEIGHT:** 6′
WEIGHT: 179 lbs
EYES: Brown **HAIR:** Gray

FIRST APPEARANCE: GEIGER VOL. 1 #3 (2021)

HISTORY: If Tariq Geiger is The Monster, then Andrei Molotov is Doctor Frankenstein.

Born during the Soviet era in Russia, Andrei Molotov displayed exceptional intelligence from an early age. At just 15, he earned admission to the highly selective St. Petersburg State University, where he gravitated toward nuclear energy. As a student, he contributed to the design of several nuclear reactors and developed innovative safety protocols that revolutionized the field.

Andrei's groundbreaking work caught the attention of Scientific Research Institute 1011, a prominent private Russian defense contractor. They recruited him to lead a team of scientists tasked with a grim mission: amplifying the destructive impact of nuclear devices. His work centered on designing a more lethal nuclear bomb capable of dispersing radioactive fallout rapidly through the atmosphere, leaving environments poisoned for decades.

Isolated in the closed city of Snezhinsk, Andrei poured himself into his work, achieving scientific successes that far exceeded his imagination. Yet, his personal life was empty—until he met Lena, a much younger pediatric doctor with a brilliant mind and a compassionate heart. Their love blossomed, and they eventually married. Despite the barriers of life in a closed city, they found happiness in one another.

When Lena and Andrei decided to start a family, Andrei was warned by his superiors that he could not be distracted by such things due to his responsibilities to Russia. So, Andrei devised a daring plan to defect to the United States during an energy conference he was invited to speak at in Las Vegas. Lena would join him there, and together they would start fresh, free from the dangers of their homeland.

But fate had other plans. During the conference, the Unknown War erupted. Nuclear bombs—the very weapons Andrei had helped design—were unleashed on the world. Lena's flight was diverted to Denver, leaving Andrei desperate to reunite with her. In his search, a local militia offered their aid—on the condition that Andrei use his expertise to locate and kill a mysterious "Glowing Man" who had been killing their soldiers.

The Glowing Man, Tariq Geiger, was no enemy, but a man struggling to survive his transformation into a human nuclear reactor. Geiger's sole focus was protecting his family, hidden within their property's fallout shelter. Andrei, recognizing Geiger's plight, used his knowledge of nuclear science—specifically the element boron—to help Geiger control his immense power. However, tragedy struck when Andrei learned a scavenger had murdered Lena and her camp. Consumed by grief, Andrei killed the man responsible in cold blood.

After Lena's death, Andrei stayed with Geiger for several months, helping him adjust to his condition. He designed a specialized vest to contain Geiger's radiation bursts. However, their alliance crumbled when Geiger killed a scavenger attempting to break into his family's shelter. Appalled by Geiger's growing ruthlessness, Andrei parted ways with him.

Over the following years, Andrei roamed the Northwest United States under the alias Pyotr Petrov, helping towns adapt to their toxic environment and using his expertise to mitigate the effects of nuclear fallout. Along the way, he encountered another "glowing person": a young woman named Ashley Arden. Andrei not only helped Ashley control her powers, but taught her to use them in ways Geiger had refused to learn.

Although Andrei was reportedly murdered by a group of religious zealots known as The Hillborn... that was a lie. He was locked in a cell, deep in the silo beneath Lewistown, Montana, by Ashley Arden when she discovered his true name. Andrei was ultimately freed and remains an uneasy ally to Geiger, hoping to help the monster become a man again. His knowledge, skills, and drive for redemption may yet determine the fate of this broken world.

ABILITIES: Andrei Molotov is the planet's foremost authority on nuclear energy. His unparalleled understanding of atomic power allows him to manipulate and control radioactive phenomena, often with ingenious methods that few could comprehend. Yet, his knowledge comes with an immense burden: he is acutely aware of the devastation his creations have caused. Haunted by guilt, Andrei is determined to redeem himself, using his expertise to protect and rebuild what remains of the world, one step at a time. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

DOLLEY MADISON

BIRTH NAME: Dolley Payne
AGE: 46 (in 1814) **HEIGHT:** 5′ 7″
WEIGHT: 151 lbs.
EYES: Blue **HAIR:** Brown

FIRST APPEARANCE: REDCOAT #14 (2025)

HISTORY: First Lady Dolley Madison's contributions to American history run deeper than most realize. Though she is celebrated for saving Gilbert Stuart's portrait of George Washington during the burning of the White House, her true influence shaped the very character of early American society—and occasionally intersected with forces far stranger than the public ever knew.

Born Dolley Payne in 1768, she was raised in a Quaker household that prized humility and discipline. At 15, her family moved from North Carolina to Philadelphia in search of prosperity. When her father's starch business collapsed, Dolley's mother opened a boarding house, which quietly became a crossroads for prominent men of the new republic.

At 22, Dolley married Philadelphia lawyer John Todd Jr., with whom she had two sons. Tragedy struck in 1793, when a yellow fever epidemic swept through Philadelphia, killing John, their infant son William, and both of John's parents within weeks. Widowed at just 25, Dolley was left with her surviving son Payne Todd.

Fate intervened through family friend Aaron Burr—Revolutionary War hero, future Vice President, and notorious schemer—who introduced her to his colleague, Congressman James Madison, the soft-spoken Virginian known as the "Father of the Constitution." Their match was swift and enduring. They married in 1794, and Dolley's magnetic personality quickly made her as much a noteworthy figure as her husband.

By the time James became Secretary of State under Thomas Jefferson, Dolley had already established herself as the de facto hostess of Washington society. Jefferson, a widower, depended on her to charm diplomats, soothe rivalries, and host dinners where political differences could be settled not with swords, but with civility. Her famed "Wednesday Drawing Rooms" became political battlegrounds disguised as parties.

When James Madison ascended to the presidency in 1808, Dolley redefined the role of First Lady. She combined elegance and accessibility, ensuring the White House—known then as the President's House—was seen as the "People's House." Congress admired her so deeply she was granted an honorary seat on the floor of the House—the only First Lady ever so honored. Foreign dignitaries often admitted her influence swayed decisions as much as policy.

In August 1814, with British troops storming the capital, Dolley famously refused to leave the White House until Stuart's portrait of George Washington was safe. What history doesn't record is that she was aided by Simon Pure, the immortal redcoat, who cut a path through the flames and chaos so she could escape with the painting. In gratitude, Dolley later persuaded Stuart to paint a second portrait—not of Washington, but of Simon. That enigmatic figure still hangs in a restricted White House gallery, its subject unacknowledged, its eyes following history.

ABILITIES: Though Dolley Madison possessed no supernatural gifts, she was renowned for powers of a different sort: an unyielding optimism, a gift for diplomacy, and a charisma that disarmed adversaries as surely as muskets. Statesmen, generals, and visiting royalty alike were drawn into her orbit, her warmth and wit embodying the young nation's best self. Whereas her husband built America's laws, Dolley built its spirit. ●

Text: GEOFF JOHNS. Art: BRYAN HITCH, ANDREW CURRIE & BRAD ANDERSON.

THE ELECTRICIAN

AGE: 58 **HEIGHT:** 6′ 2″
WEIGHT: 247 lbs
(327 lbs with electrical gear)
EYES: Blue **HAIR:** Brown

FIRST APPEARANCE:
GEIGER #1 (2024)

HISTORY: Not much is known about the bounty hunter who was known as The Electrician. He claimed to have helped build the entire western American power grid prior to the Unknown War. After the nuclear bombs dropped, The Electrician apparently adapted quite well to the new socio-political landscape around him. With a "might makes right" mindset and an extra helping of sadism, the amoral mercenary made his living by mercilessly hunting individuals who would fetch him the highest bounties.

The biggest of all was to be The Glowing Man himself: Tariq Geiger. With a bidding war between the Warlords of Las Vegas and the remnants of the United States government, among others, The Electrician knew he would be set for life if he returned with Geiger's corpse. But, alas, Geiger proved to be his undoing, dropping The Electrician unceremoniously into a working meat grinder. Perhaps a surprise meal left for the Organ People to enjoy.

There are rumors The Electrician belonged to a near-mythic society of mercenaries known as The Wastelanders, but most evidence points to him having worked alone.

ABILITIES: As one might think, The Electrician had an expertise in electrical engineering and used these skills to advance his career as a bounty hunter. He also took great interest in learning how to cause as much pain as possible. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

THE UNNAMED

THE FOUNDING FATHERS

FIRST APPEARANCE: REDCOAT #1 (2024)

HISTORY: There are men who change history—and men who bind themselves to it. America's Founding Fathers did both. Their philosophy, leadership, and patriotism forged a new nation. George Washington, Benjamin Franklin, John Adams, Thomas Jefferson, John Hancock, Paul Revere, Patrick Henry—and, for a time, Benedict Arnold—are celebrated as architects of liberty. But liberty was not their only legacy.

During his early military years, Washington encountered an ancient force carried across the continent by Native tribes—a power known as the Great Fire. It could save crops, cure illness, and draw life from the land itself. It could also annihilate entire villages if twisted into an instrument of war—something the Fire was never meant to be. Whether it was gifted to Washington or taken by him remains a matter of quiet dispute.

Washington learned the Fire could bind itself to a worthy host through ritual—but the bond was perilous. For three days after the rite—a period known as "the crossing"—the power churned within the body. If spirit and flesh were not strong enough to contain it, the Fire would detonate from within—annihilating host and landscape alike. Those who survived were forever changed. Lightning ran in their veins. Age no longer held dominion over them. And the Fire could be unleashed and commanded if one had the knowledge to wield it, knowledge Washington kept to himself. He safeguarded these secrets in a large leatherbound tome known as The Book of the Founding Fathers. Washington valued restraint over power.

The Fire carried consequences. The hunger of an immortal could never be satisfied. Additionally, the Fire bound its hosts to American soil—should they remain away from it too long, the power would abandon them, and death would follow. And most crucially, the Fire was never meant to be wielded as a weapon of conquest and thus it grows unstable and increasingly uncontrollable when fueled by violence.

As a boy, Washington was given a relic that could sever someone's bond to the Great Fire should they lose control or use it recklessly. Of Native American make, this hatchet was called the Red Moon Axe—though the Founding Fathers referred to it as the Axe of Lies. It is said the Chief who gifted the axe to young Washington foresaw his destiny and chose to give him the responsibility. The ornate axe is etched with moon and flame.

On Christmas night, 1776, a ritual intended to grant immortality to Benjamin Franklin was interrupted by a fleeing British soldier—Simon Pure. The rite broke. The Fire chose Simon instead. Franklin remained mortal. Simon became something else entirely.

In the years that followed, fractures formed within the Founders themselves. Benedict Arnold betrayed Washington and was forced into hiding. Ambition, resentment, and differing visions for America strained the brotherhood. Some sought greater dominion over the Fire. Others feared its inevitable cost.

Of the original Founding Fathers who endured the rite, only Washington and Arnold are known to still walk the nation they helped create—bound to its soil, bound to its secrets.

And somewhere within that same soil burns the Fire they awakened.

1 GEORGE WASHINGTON
Bearer of the Great Fire and guardian of its restraint, Washington bound himself to ancient power and later allowed the world to believe he succumbed to illness in 1799—but unknown to even Simon and Benedict, death has never claimed him.

2 THOMAS JEFFERSON
A visionary who saw destiny in the Fire itself, Jefferson was the last to fall to John Adams' mad rampage. In 1826, when their feud finally spilled innocent blood—a poor cobbler closing his shop in Quincy, Massachusetts—Washington returned from decades of self-exile, carrying the one weapon he believed could end immortal life. His axe. He drove them into the wilderness—away from towns, away from witnesses. He knew what was about to come. Three days after the axe cut them—July Fourth, of all days—the power inside Jefferson and Adams could no longer be contained. The blast was believed to have taken Washington with them, but Washington survived.

3 PAUL REVERE
Never one seeking power or politics, the humble silversmith saw the Fire more as a curse than a gift. In 1818, he was attacked by John Adams and swallowed by the Fire.

4 BENEDICT ARNOLD
Arnold mastered the hidden rules of the Fire—and unlike the others, has never died. Once Washington's most loyal champion, his conspiracy in 1780 to surrender West Point to the British was exposed when Major John André was captured carrying the incriminating plans, forcing Arnold to flee and cementing his legacy as history's most infamous traitor.

5 JOHN HANCOCK
Master of secrecy and symbol, Hancock survived the binding but ultimately was the first victim of John Adams' mad rampage in 1793.

6 BENJAMIN FRANKLIN
The lone Founder who never completed the rite, Franklin remained mortal and died as history records—brilliant, human, and untouched by the Fire's bond.

7 PATRICK HENRY
A voice as incendiary as the Fire itself, Henry found himself too far from American soil in 1799—and rapidly aged to dust when the land-bound power abandoned him.

8 JOHN ADAMS
Impatient with caution and hungry to wield the Fire more boldly, Adams was manipulated by Benedict Arnold into turning against his Founding Fathers. In the late 1700s, mad with power, Adams began hunting the others down, convinced they were plotting against him. The Great Fire consumed him in 1826 along with Thomas Jefferson after he was cut by Washington's axe. ●

Text: GEOFF JOHNS. Art: BRYAN HITCH, ANDREW CURRIE & BRAD ANDERSON.

GEIGER

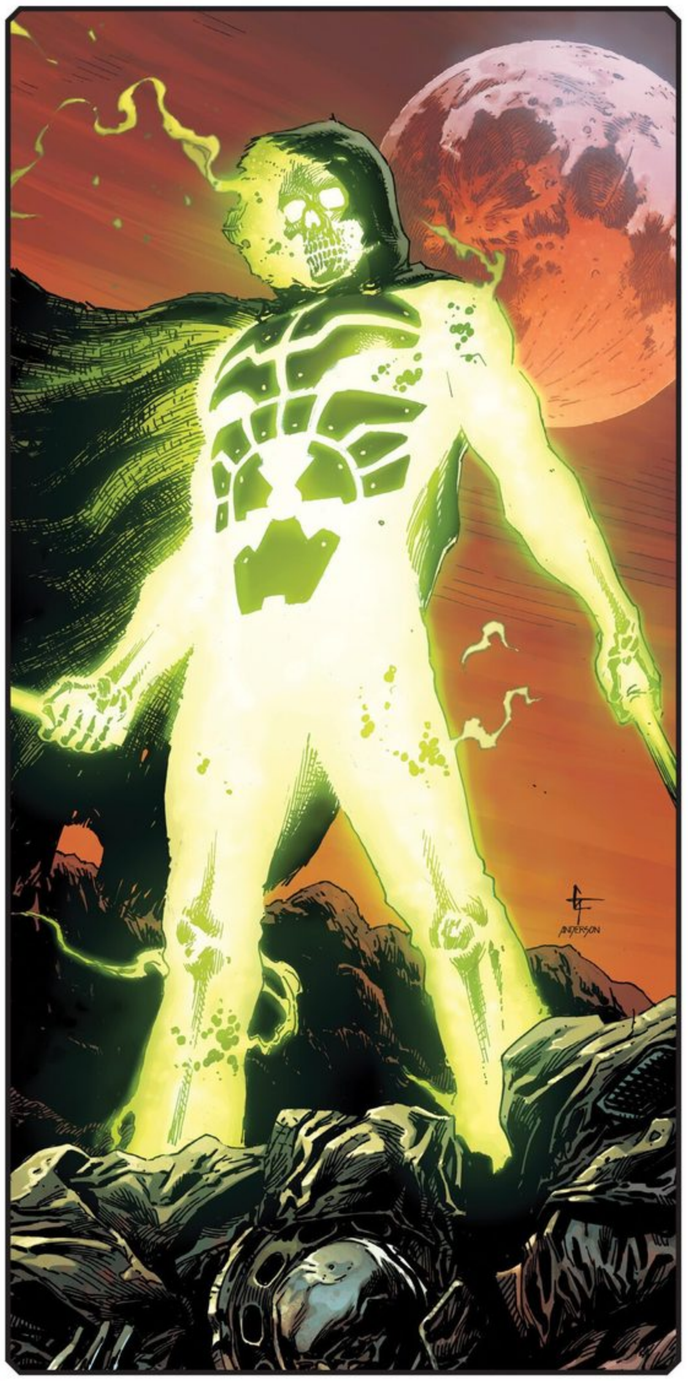
BIRTH NAME: Tariq Geiger
AKA: The Glowing Man, Joe Glow, The Walking Bomb, The Meltdown Man, Man of Mass Destruction, The Monster of Boulder City

AGE: Seemingly 39 **HEIGHT:** 6' 2"
WEIGHT: 245 lbs
EYES: Brown **HAIR:** None

FIRST APPEARANCE: GEIGER #1, VOL. I (2021)

HISTORY: Before the events of the Unknown War, Tariq Geiger was an average family man suffering from bone cancer. Undergoing experimental treatments, Geiger suffered through the pain to stay alive for his wife and two young children, amidst the growing prospect of a world war. In preparation, he constructed a fallout shelter that could keep he and his family safe. As war erupted, Geiger's family was safe inside the shelter, but Geiger found himself trapped outside when the bombs struck, transforming him into a radioactive monster.

A nuclear physicist from Russian named Dr. Andrei Molotov crossed paths with Tariq Geiger not long after. Dr. Molotov designed a special vest with dampening rods made of boron to suppress the radiation Geiger's body was collecting. Without the boron rods, Geiger would build up energy and eventually discharge it in a radioactive explosion. He and Molotov would eventually part ways when Molotov took issue with Geiger swiftly killing an innocent scavenger trying to break into his family's shelter.



In the years since, Geiger became an urban legend among survivors. Anyone caught trespassing near his family's shelter was either killed by Geiger or persuaded to leave. As a result, he became a threat to one of Las Vegas' Western Warlords, The King, who tried to kill "The Glowing Man." In doing so, The King and his Nuclear Knights blew open the shelter door, revealing Geiger's family perished when the bombs originally dropped, driving the grieving family man into a rage. He would eventually incinerate The King and most of his Knights.

In his journey—and despite his desire to be alone—Geiger has encountered many friends and allies. He saved a mutated two-headed wolf from a Nightcrawler attack, which he named Barney and has stayed as a constant companion. A surviving Nuclear Knight named Nate was inspired by Geiger's heroics to save or defend innocents, and has joined him, as well as the robotic soldier Junkyard Joe, whose programming sought out Geiger.

They left Nevada in pursuit of a rumored cure for Geiger's radioactive curse found in Lewistown, Montana, with only one name: Ash Arden. They eventually found Arden—a woman with the same abilities as Geiger, but could seemingly control them. But it was a lie—Ashley had no cure, but she did have Molotov—her mentor—in captivity, once she learned his role in creating the nuclear warheads that destroyed the world.

Ashley viewed Geiger's arrival as a stroke of luck, as she planned to detonate her own warhead so that Geiger could absorb the radiation of not only the bomb, but of her own body, curing her instead, even if that meant sacrificing Geiger.

She set off the bomb, and Geiger absorbed the radiation at great cost and pain. Wracked with guilt, Ashley helped Geiger contain the blast, only to go into her own self-exile of atonement.

Now Geiger and his crew—along with Molotov—roam the countryside in search of hope in a depraved world.

ABILITIES: Geiger is a human nuclear reactor. His cells absorb massive amounts of radiation, while also releasing it in bursts, often uncontrollably. His vest allows him to control this energy and when removing the rods his skin glows a translucent green enabling his body to burn though metal (and flesh and bone) with a touch. Geiger also has superhuman strength in both his human and energy forms. When in his energy form, his body runs so hot that bullets melt against his irradiated skin; however, in his human form, he is vulnerable to projectiles. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

GENERAL BLACKWOOD

BIRTH NAME: Lydia Blackwood
AGE: Unknown
HEIGHT: 5′ 10″
WEIGHT: 138 lbs
EYES: Dark brown
HAIR: Brown (when not shaved)

FIRST APPEARANCE:
GEIGER VOL 1 #5 (2021)

HISTORY: When the Unknown War swallowed the world, Lydia Blackwood was twenty-one years old—and already a legend in the making. A rising star in the U.S. Army, she had been decorated for valor during the first fractures of the conflict, earning a battlefield reputation for fearlessness, cunning, and the cold resolve to do what others could not. Raised on the edges of a dying America, Lydia learned early that orders could be broken, promises could be lies—but survival was real.

The bombs didn't break her. They revealed her.

In the wastelands that rose from the ashes of Washington, D.C., Lydia fought not merely for survival, but for something harder to define: purpose. It was there, in the wreckage of a once-great nation, that she crossed paths with a man who understood that hunger.

Holloway Griffin was not yet President then, but he recognized in Lydia a spirit that mirrored his own—unyielding, pragmatic, loyal to a fault when loyalty was earned. Their bond was forged during a night of unspeakable horror, an event known only between them as "Georgetown," and it has never required words to endure.

Today, General Blackwood commands the broken remnants of the United States military and acts as Griffin's sword and shield, building alliances with whomever her commander deems useful—from the ruthless warlords of Las Vegas to the mercenary network known as the Wastelanders.

Yet Lydia is no zealot. She has seen monsters wear crowns and heroes become butchers. She does what must be done—not out of cruelty, but out of a grim, stubborn hope that something worth saving might still rise from the ruins.

ABILITIES: Forged in fire and shaped by fallout, General Lydia Blackwood is a master strategist, a ruthless combatant, and a survivor of battles that turned lesser soldiers to ash. Her strength, endurance, and instincts have been honed beyond natural limits—sharpened by war, tempered by loss, and hardened into something closer to myth than memory. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

GEORGE WASHINGTON

AGE: Forever 44 **HEIGHT:** 6′ 2″
WEIGHT: 185 lbs
EYES: Blue **HAIR:** Red (whitened with powder)

FIRST APPEARANCE: GEIGER 80-PAGE GIANT #1 (2022)

HISTORY: Beloved by Americans as the "Father of his Country," George Washington has no peer among his fellow patriots of the American Revolution. Its first Commander-in-Chief and President, the true story behind George's life and his journey for finding meaning in it is unknown by most.

Born on February 22 in 1732, in the Virginia colony, George's early life is well documented, although anecdotes, such as the one about chopping down his father's cherry tree and admitting it was he who had done it, have often been rewritten. In truth, George did chop down that tree, but lied to his father and blamed a neighboring farmer, who was promptly arrested, and his property absorbed by the Washingtons. This axe eventually became enchanted with deadly mystical power by George and is considered one of the deadliest weapons in existence and one of the only known ways to kill an immortal.

In 1752, early in George's career in the British military, George was kidnapped by a group of natives who had tapped into a mystical power. Little has been revealed about these natives or the thirteen days George was held in captivity, but when George escaped, he stole this power from the natives. With it, he was equipped with the knowledge to steal more from the forces beyond our world where these magicks originated from.

George married wealthy widower Martha Dandridge in 1759, moving to a large estate in Mount Vernon, Virginia, managing a tobacco plantation. He entered local politics in the colony's House of Burgesses, followed by the First Continental Congress when the colonies rallied themselves to fight British tyranny. During this time, George began experimenting with his mystic power, performing all manner of ritual and sacrifice and educating those closest to him on it, including many of the men who would later join him as the Founding Fathers.

On July 4, 1775, just after the Second Continental Congress unanimously commissioned George the Commander-in-Chief of the American Continental army, George created the Founding Fathers, a cult of fellow Revolutionaries, and became immortal. The first public display of this ability came on Christmas Day, 1776, during the triumphant Battle of Trenton. After the General used vast magical power to destroy much of the British army, the night grew macabre when British redcoat Simon Pure shot George in the head with a lucky shot. After "dying," George rose right back up as if nothing had happened. Those who witnessed the event were sworn to secrecy. Those not to be trusted were killed to keep Washington's secrets safe.

After victory against the British in 1783, George retired to a quiet life in Mount Vernon, where he attempted to dismantle the cult that he established after conflict within. Later, George was elected as the country's first President in 1789 and the Founding Fathers galvanized under him once again. In 1826, Washington was forced out of self-exile when John Adams was driven mad by the power and began endangering innocents in his pursuit of Thomas Jefferson. Washington intervened and was thought to have perished in the blast that took the lives of Adams and Jefferson, but he survived. In 1869, Benedict Arnold claimed he had witnessed Washington's demise during a ritual gone wrong...but immortals are very hard to kill, and Benedict may not have seen what he hoped: a permanent death for George Washington and everything he stood for. In fact, Washington still lives...and has kept tabs on Simon Pure, believing he may be a key figure in the future of America.

ABILITIES: George is an immortal being who can't perish by natural means. Like the other members of the Founding Fathers, he feels every wound inflicted upon him and finds himself in a near-constant state of hunger. In his lifetime, George has shown a strong aptitude for wielding mystical power, perhaps the most powerful magic user the world had ever seen. Or not seen, since most of his magic was deployed in secret.

George's resilience, patience and reserve became his trademarks throughout his life during and after the Revolution. He is also an excellent dancer.

Text: GEOFF JOHNS. Art: BRYAN HITCH, ANDREW CURRIE & BRAD ANDERSON.

GOLDBEARD

BIRTH NAME: Unknown
AGE: Unknown
HEIGHT: 6′ 4″ **WEIGHT:** 247 lbs
EYES: Brown **HAIR:** Gray

FIRST APPEARANCE: GEIGER VOL 1 #4 (2021)

HISTORY: Ask anyone in post-Unknown War Las Vegas who they'd rather work for, and most will say the same name: Goldbeard.

Respected—even admired—for his loyalty to his crew, Goldbeard runs his operation with more integrity than any other warlord on the Strip. He takes care of his people, and they take care of him.

Little is truly known about his past—just the tall tales he shares over contraband bourbon and dead radio waves. Some say he was born at sea. Others claim he was a sailor on black ops missions so secret even the Pentagon forgot them. But one story repeats: before he took the pirate-themed casino and its name, he was a decorated lieutenant in the U.S. Navy on a fast track to command.

Disillusioned by a mission gone wrong—a humanitarian rescue turned covert weapons op—he resigned. Back home, he joined his estranged brother's marine salvage company, trying for a quieter life. But when his brother uncovered secrets tied to military profiteering, the business was burned, his brother was murdered, and Goldbeard was framed.

He landed in Coldwater Prison, a supermax in Idaho—just in time for the Unknown War.

When the guards fled and chaos reigned, Goldbeard didn't escape—he conquered. Uniting rival gangs, surviving siege, and marching south, he scavenged fuel, weapons, and manpower. By the time he reached Las Vegas, fractured into warring fiefdoms, he understood what others didn't: survival wasn't about dominance—it was about structure.

Like Henry Every, the infamous 17th-century pirate who vanished with his treasure, Goldbeard remade himself. The name, the eyepatch, the theatrical bravado—they were showmanship. But behind them stood a tactician who knew how to build systems, inspire loyalty, and bend chaos to his will.

Goldbeard's crew became a lifeline for a dying city—moving food, tech, fuel, medicine, intelligence. Unlike his rivals, he played the long game. He built loyalty not through fear, but respect. His crew would die for him. Many have.

Then came The Glowing Man—Tariq Geiger. At first, just another mutant anomaly. But as the attacks mounted, Goldbeard saw the truth: Geiger wasn't just a threat to his trade routes—he was a threat to the idea of power itself. Unpredictable. Unstoppable. Immune to the old rules. And hunted by the other warlords for reasons both known and buried.

Goldbeard doesn't care why they want Geiger—only that removing him protects his people. He'll back any plan, from any faction, that gets the job done.

There are rumors Goldbeard buried something under Coldwater before he escaped. A treasure he's sent many men to Coldwater to retrieve, though none have survived the trip. Whatever it is, it remains a mystery. All that's known is that it's very important to Goldbeard...and thus considered extremely valuable.

ABILITIES: Goldbeard's greatest weapon isn't a gun or blade—it's people. He reads them. Inspires them. A master tactician and magnetic leader, he turns chaos into opportunity and obstacles into leverage. Others rule by fear. Goldbeard rules by earned faith. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

HIGH PLAINS ZOO

FIRST APPEARANCE:
GEIGER #6 (2024)

HISTORY: Before the Unknown War scorched the world, the High Plains Zoo outside Boulder, Colorado, was considered one of the finest zoological preserves in the West. A sanctuary devoted to care, conservation, and education, it housed hundreds of species—many of which would become the last of their kind...

Because when the bombs fell, everything changed.

Most of the zoo's human caretakers succumbed to radiation. The few who survived did their best to protect the animals, tending to them through fire, fallout, and famine. After the last of the zookeepers died, the animals had to adapt. But the next generation was born different—mutated by the invisible poison in the air. Split jaws. Third eyes. Even heightened intelligence.

As Las Vegas mutated into a grotesque amusement-park empire of warlords and themed casinos, the High Plains Zoo became a whispered legend. One warlord saw opportunity. He sent his hunters to capture the "pure" animals for slaughter and sale. Mutated creatures were deemed inedible and worthless and executed for sport.

The zoo sank into despair. The animals stopped resisting. Resistance meant pain. Submission meant a chance—however slim— at survival. As word spread, more hunters joined in. The High Plains Zoo was no longer a sanctuary. It was a silent slaughterhouse.

Until Barney came.

Traumatized by torture at the hands of the Electrician, Geiger's loyal two-headed wolf stumbled upon the zoo during a restless night. There, he met Zigzag—a baby zebra with three eyes and a wounded heart. Zigzag's parents had been gunned down. And the hunters had returned.

When Zigzag was tortured, Barney's courage reignited—and he attacked the hunters viciously. Watching from the shadows was Manco, a four-armed gorilla who spoke through sign language. Moved by Barney's bravery, Manco donned the poncho of a fallen hunter and led the charge.

The forgotten instincts of a thousand beasts awakened. And together, Barney and Manco inspired a revolution.

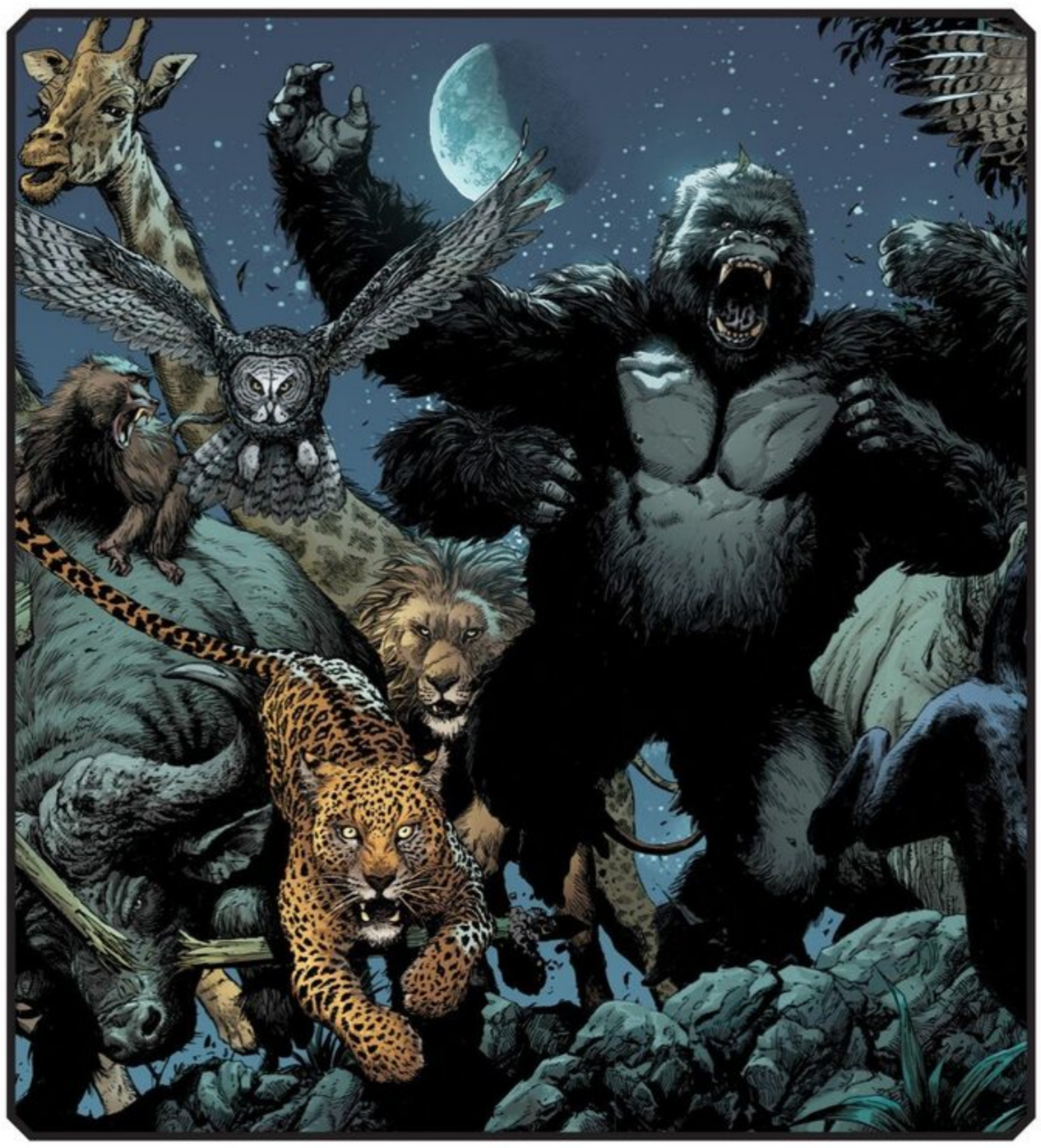
The animals struck back—not just with fangs and claws, but with unity. They tore down the hunters. They reclaimed the zoo.

Today, the High Plains Zoo is a haven once again. A wild refuge. A last stand of innocence and fury. Manco rules not as a king, but as a protector—watching over his kin in silence.

And no longer a slaughterhouse, word of the zoo has changed into a warning to all:

"Be kind to the animals...

"Or you'll never return." ●



Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

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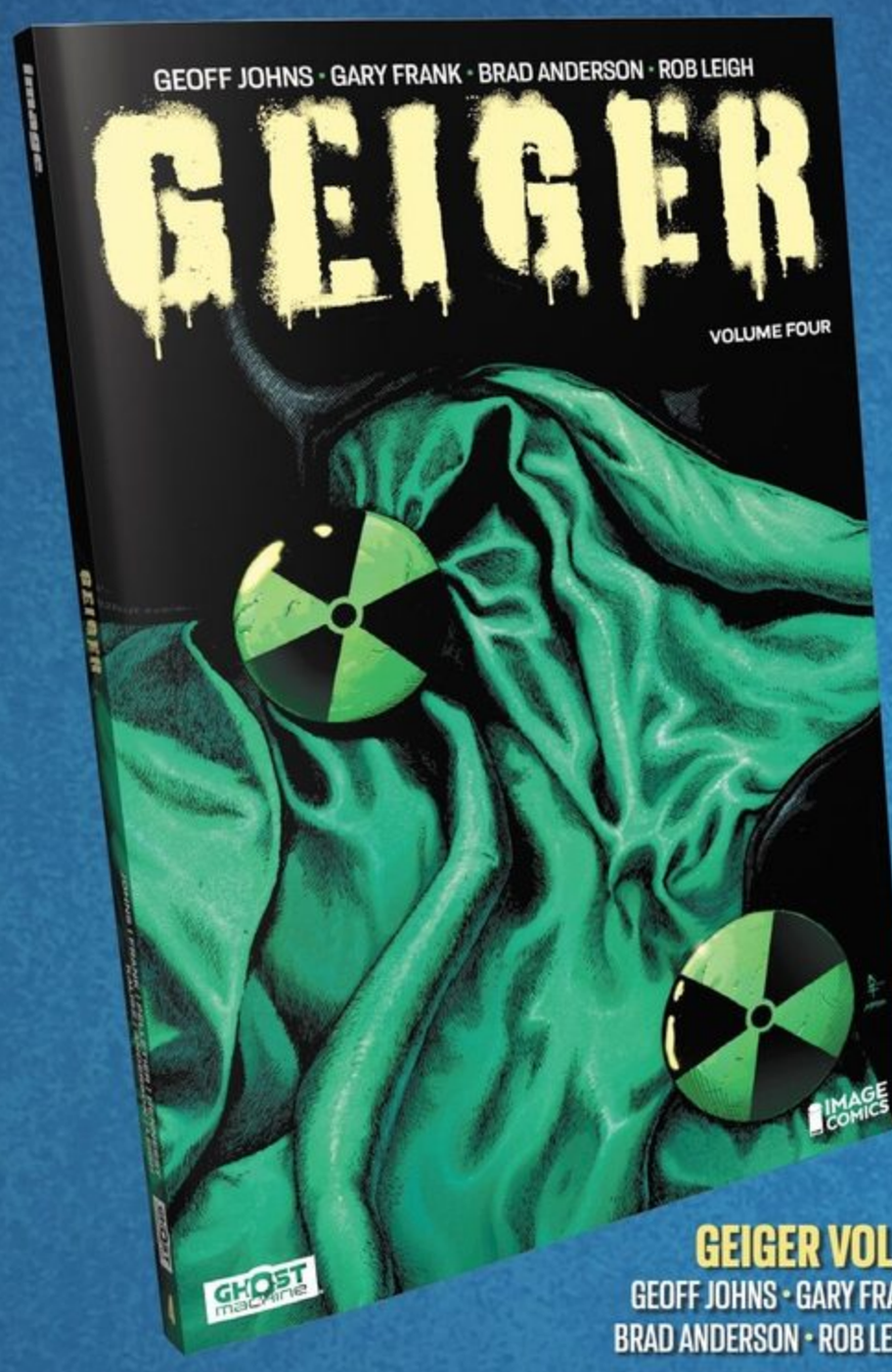

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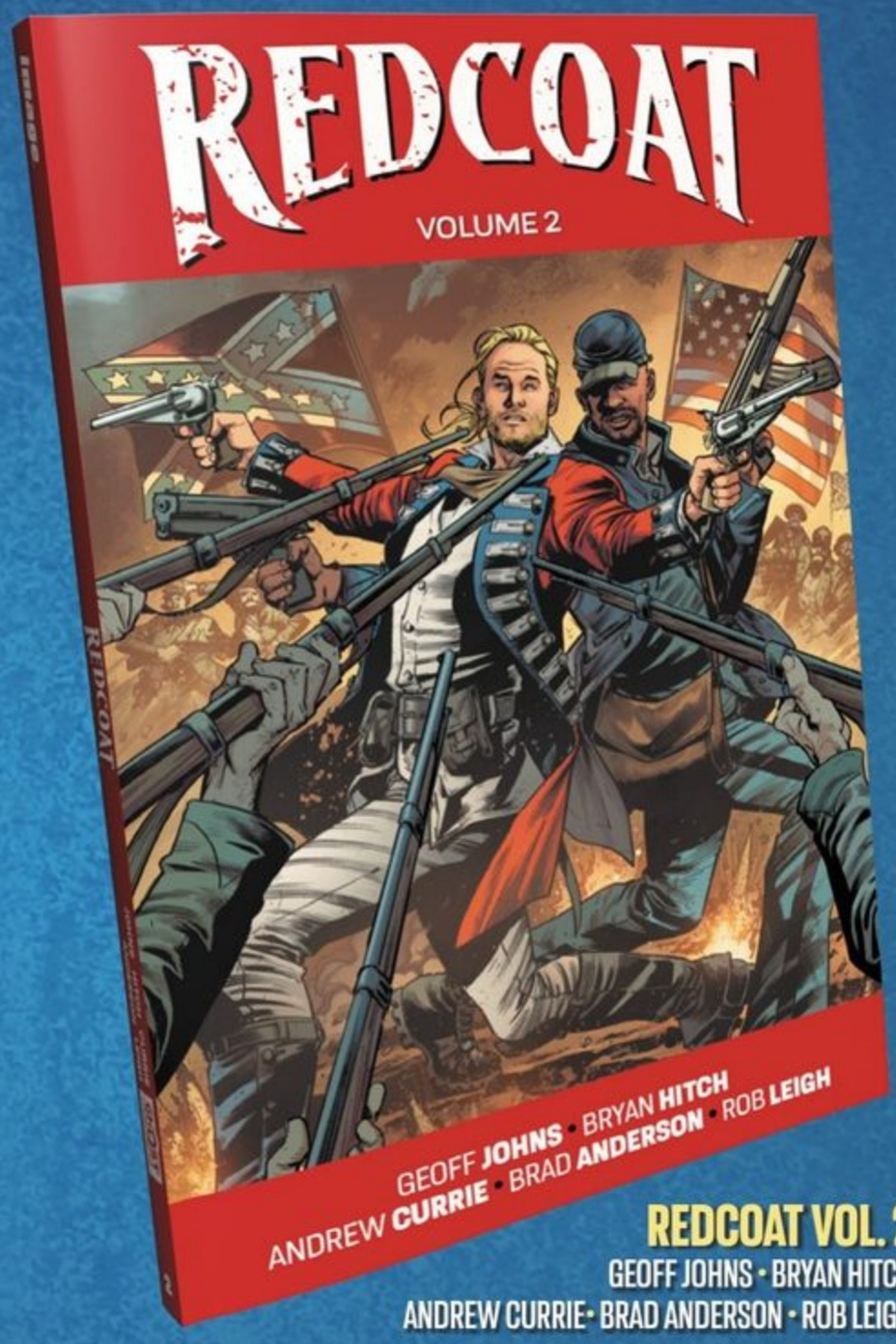

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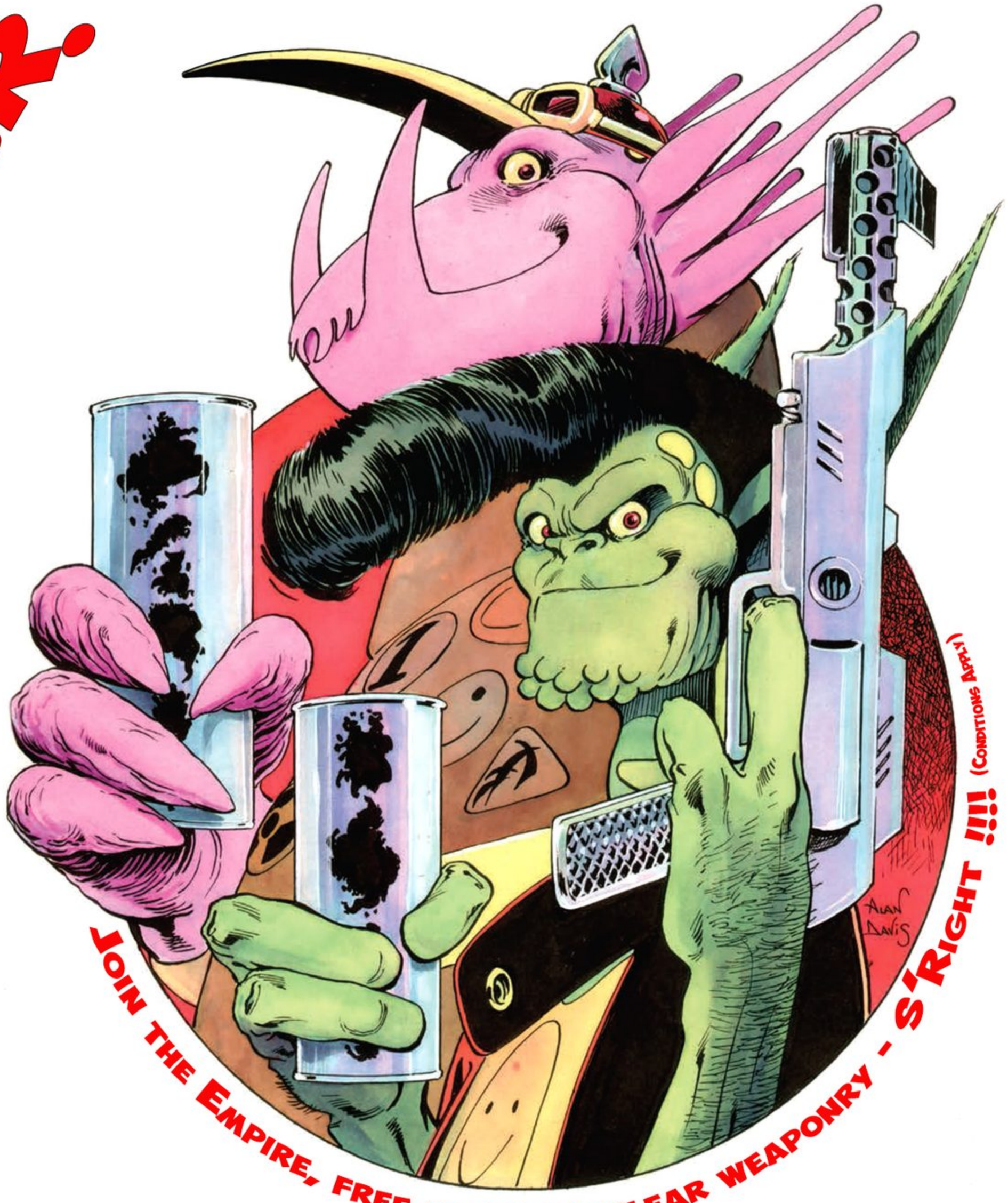

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